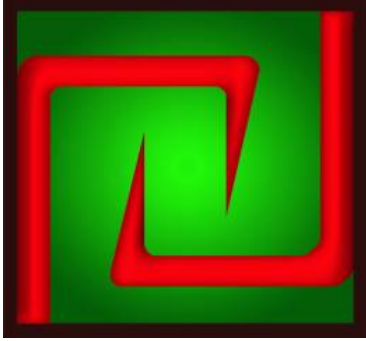


S.N.I.T. News

Brought to you Buy



Synthetic Nuclear

Remember if it isn't synthetic.....
It isn't Real!!!

Issue #2

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Produced buy Scrym BlackMane



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Mission Statement: Just to verify the first one was not a fluke. I'll make a second and see if it is also acceptable to the public. The point of this newsletter is to integrate the other groups into the Demonblade™ ShockForce™ Universe, produce Tweaks to be used with those groups in ShockForce™ provide a forum with which to help ShockForce™ grow and deepen and attempt to provide information on alternative views of the ShockForce™ world.

Editorial:

Welcome to the second edition of the S.N.I.T. News. With Shockforce 2ND Edition coming out I felt it necessary to do an army conversion. The Sisters of battle have become the Sisters of Brethren. I felt that they could do well with the semi-religious overtones of the Scarlet Brethren, besides the Brethren could use all of the help they can get on the table top (at least until the new minis come out).

I have used my own personal Excel army list generator for them. If I receive enough interest I'll post it. Otherwise I'll Email it to you if you want just drop me an E-Mail and I'll send it on it's way.

I'll have reproduced the [S.N.I.T.S.](#) in the Second Edition rules. The Company statement this time is inspired buy the men and women that have made Dow Corning grate.

Scrym BlackMane

To-Do list:

The To do list is an attempt to correlate and prioritize what should be included in the SNIT News. I have listed out the items of interest and the list appears to continue to grow. The intent is to have a running accountancy of what has been covered and in what issue. On to the List.

1. Convert fantasy Armies using the War Engine™ specifically Chronopia™ & Warhammer™
2. Work out some "Spells" using the War Engine™.
3. Armies in the list to finish

1 Tyranids ™ [Issue #1](#)

2 Sisters of Battle™ **This Issue**

- 3 Fraternis Militia™
- 4 Heroes of the Emperium™
- 5 Chaos Cults
- 6 Chaos Renegades™
- 7 The Dark Eldar™
- 8 Genestealer Cults™
- 9 Earthdawn™ miniatures from Heartbreaker™
- 10 Necromunda™ Gangs

Fluff:

Little Running Nose had grownup a lot since the time his grandfather Boated Slug taught him the truth behind the beings the Whiteman called SNITs. The old Vengequan™ had lived a long and difficult life in the southwest. And Little Running Nose, now called Major Mucus was a leading member of an outcast group of renegade Vengequan™.

He and most of his young cohorts had quit the old tribal way of life and felt that to clean the Whiteman from their land required more than just the hit and run tactics of their forefathers. His Grandfather would be ashamed of him for the time it took to do what needed to be done. However, when the land was wiped clean and the waters clear again he would return victorious as a hero to his people.

That was his dream before he had run afoul of the Sisters of Brethren. Now he worries more about being the next DeadTech Employee than the hero of his people. Mucus and his band had fought a nasty battle in the town of Savannah Georgia. They had posed as members of a Synthetic Nuclear ShockForce Squad and had been caught stealing a solar powered generator / Saltwater Purifier.

Mucus had never encountered anyone with that much hatred. The women were almost identical, wielded heat weapons, flame-throwers and armored transports that spewed burning death that stuck to it's target like napalm. They had captured Mucus and his band in a furious firestorm that left 1/2 of his fellow Vengequan™ dead and the rest seriously scorched.

Once in their clutches and safely behind their convent walls the attitudes have changed.

The Sisters of Brethren are the descendants of a breeding test buy the World Humanist Ovarian Religious Enclave. The W.H.O.R.E. church attempted to combine the natural breeding process of humans and cloning to produce a consistent and stable human strain, one that would be invulnerable to mutation. They succeeded, almost. What happened, the Sisters are a single sex race of human that can only reproduce with mutants. The offspring are always female and bare a striking resemblance to their mother as well as everyone else in the Sisters Race. Because of this minor failure of their genetic code the Sisters have chosen to remain apart from the rest of the Scarlet Brethren Lodges, lest their secret get out and they be hunted and killed like a common mutant.

Their resemblance to each other is often accredited to the telephone pole family tree that many of the scarlet brethren families share. Thus when they are encountered the sisters are treated just like the rest of humanity.

Just what happens to the mutants when they are hauled into the massive convents is not public knowledge, though some Dominators claim to have to have bragging rights. Most mutants think that the sisters are just a sicker version of the standard brethren Lodges and believe that Mutant sacrifice is a common occurrence.

Army List:

How can you tell the difference when they all look the same to me?

Qty	PP	Type	Mv	Df	Mn	CR
Battle Sister						
3-8	12	Trooper	9 In	2k1	2k2	
Armed with 1 Close Combat weapon and one Basic Weapon						
Battle Sister Gunner						
0-1	12	Trooper	9 In	2k1	2k2	
Armed with 1 Close Combat Weapon and one Specialist Weapon						
Battle Sister Superior						
1	24	Trooper	9 In	2k2	3k2	6 In
Armed with 1 Close Combat Weapon and one Basic Weapon						
WP	Basic Weapon for Battle Sisters		R	AV	AE	AET
20	Snub Impact Bolt Thrower		18	2k1		
28	Impact Bolt Thrower		24	3k2		
39	Cukeswell Hand Flamer		12	2k2	2x	BU
	Immolation					
60	Cukeswell Plasma Pistol		12	3k2	3x	BU
	Immolation Armor Piercing					
WP	Battle Sister Specialist Arsenal		R	AV	AE	AET
48	Cukeswell Charbroil Flamer		12	2k2	3x	BU
	Immolation					
72	Cukeswell Plasma Emitter		24	2k2	3x	BU
	Immolation Armor Piercing					
30	Slagum Melta		12	3k2		
	Armor Piercing Piercing Attack					
WP	Battle Sister Close Combat Arsenal		R	AV	AE	AET
4	Girly Fighten			1k1		
6	Highlander Dirk			2k1		
20	Macies Chain Sword			3k2		
	Parry Weapon Armor Piercing					
14	Macies Power Sword			3k3		
	Parry Weapon					
14	Macies Power Maul			3k3		
	Extra Bite					

The Battle Sister is the Least experienced Sister in the entire Convent. These girls have just recently been given the chance to prove the values of the Sisterhood.

These sisters are not known for their aptitude with weapons or for ferocity. But they are known for getting their feet wet. Wet with the blood of the enemies of the sisterhood.

The Celestian sisters are the mainstay of the sisters forces. They are average troopers when given a goal (as they generally are) and respond to their task with a great sense of purpose.

The Celestians feel it is their duty to act in the betterment of the Sisterhood.

Qty	PP	Type	Mv	Df	Mn	CR
Celestian Sister						
3-8	18	Trooper	9 In	2k2	3k2	
Armed with 1 Close Combat weapon and one Basic Weapon						
Celestian Sister Gunner						
0-2	18	Trooper	9 In	2k2	3k2	
Armed with 1 Close Combat Weapon and one Specialist Weapon						
Celestian Sister Superior						
1	30	Trooper	9 In	3k2	3k3	6 In
Armed with 1 Close Combat Weapon and one Basic Weapon						
WP	Basic Weapon for Celestian Sisters		R	AV	AE	AET
22	Snub Impact Bolt Thrower		18	2k2		
30	Impact Bolt Thrower		24	3k3		
39	Cukeswell Hand Flamer		12	2k2	2x	BU
	Immolation					
60	Cukeswell Plasma Pistol		12	3k2	3x	BU
	Immolation Armor Piercing					
WP	Celestian Sister Specialist Arsenal		R	AV	AE	AET
52	Cukeswell Charbroil Flamer		12	3k2	3x	BU
	Immolation					
76	Cukeswell Plasma Emitter		24	3k2	3x	BU
	Immolation Armor Piercing					
32	Slagum Melta		12	3k3		
	Armor Piercing Piercing Attack					
WP	Celestian Sister Close Combat Arsenal		R	AV	AE	AET
6	Girly Fighthen			2k1		
8	Highlander Dirk			2k2		
22	Macies Chain Sword			3k3		
	Parry Weapon Armor Piercing					
16	Macies Power Sword			4k3		
	Parry Weapon					
16	Macies Power Maul			4k3		
	Extra Bite					
20	Chains of Redemption			3k3		
	Long Parry Weapon					
24	Righteous Wailer			4k4		
	Long Extra Bite					
30	Illuminations Edge			4k4		
	Long Armor Piercing					

Retributor Sisters, these girls have a ch size of Deathtroit on their shoulders. I because these girls have been exposed ravages of constant fighting and they a aware of the latent mutation within the lineage.

Retributor Squads are used as support are very good at what they do as well a angry. After all who wants to know tha reproduce you must make it with a mu

Qty	PP	Type	Mv	Df	Mn	CR
Retributor Sister						
3-5	20	Elite	9 In	2k2	3k2	
Armed with 1 Close Combat weapon and one Heavy Weapon						
Retributor Sister Gunner						
0-2	20	Elite	9 In	2k2	3k2	
Armed with 1 Close Combat Weapon and one Specialist Weapon						
Retributor Sister Superior						
1	32	Elite	9 In	3k2	3k3	6 In
Armed with 1 Close Combat Weapon and one Basic Weapon						
WP	Basic Weapon for Retributor Sisters		R	AV	AE	AET
22	Snub Impact Bolt Thrower		18	2k2		
30	Impact Bolt Thrower		24	3k3		
39	Cukeswell Hand Flamer		12	2k2	2x	BU
	Immolation					
60	Cukeswell Plasma Pistol		12	3k2	3x	BU
	Immolation Armor Piercing					
WP	Retributor Sister Specialist Arsenal		R	AV	AE	AET
52	Cukeswell Charbroil Flamer		12	3k2	3x	BU
	Immolation					
76	Cukeswell Plasma Emitter		24	3k2	3x	BU
	Immolation Armor Piercing					
32	Slagum Melta		12	3k3		
	Armor Piercing Piercing Attack					
WP	Retributor Sister Heavy Arsenal		R	AV	AE	AET
72	Cukeswell Bar B-Q Flamer		18	4k4	3x	BU
	Immolation					
100	Cukeswells Plasma Cannon		30	5k4	3x	EX
	Immolation Armor Piercing					
52	Slagum Melta Delux		36	4k4		
	Armor Piercing Piercing Attack					
49	Impact Bolt Thrower E.S.		36	5k4		
	Highly Accurate					
WP	Retributor Sister Close Combat Arsenal		R	AV	AE	AET
6	Girly Fighten			2k1		
8	Highlander Dirk			2k2		
22	Macies Chain Sword			3k3		
	Parry Weapon Armor Piercing					
16	Macies Power Sword			4k3		
	Parry Weapon					
16	Macies Power Maul			4k3		
	Extra Bite					
20	Chains of Redemption			3k3		
	Long Parry Weapon					
24	Righteous Wailer			4k4		
	Long Extra Bite					
30	Illuminations Edge			4k4		
	Long Armor Piercing					

Seraphim have finally come too grips v their racial condition. These sisters are Elite fighting forces of any convent.

They fly over the field of battle harassing

Qty	PP	Type	Mv	DT	Mn	CR
Seraphim Sister						
2-4	51	Elite	15 In	3k2	3k3	8 In
<i>Fight Chain of Command</i>						

Armed w/ 1 Close Combat Weapon & one Basic Weapon + 1 additional Basic Weapon or grenade

Seraphim Sister Superior						
1	55	Elite	15 In	3k2	4k3	9 In
<i>Fight</i>						

Armed w/ 1 Close Combat Weapon & one Basic Weapon + 1 additional Basic Weapon or grenade

WP	Basic Weapon for Seraphim Sisters	R	AV	AE	AET
24	Snub Impact Bolt Thrower	18	3k2		
30	Impact Bolt Thrower	24	3k3		
45	Cukeswell Hand Flamer	12	3k3	2x	BU
	<i>Immolation</i>				
64	Cukeswell Plasma Pistol	12	3k3	3x	BU
	<i>Immolation Armor Piercing</i>				

WP	Basic Grenades for Seraphim Sisters	R	AV	AE	AET
28	Frag Grenades	6	3k3	3x	EX
	<i>One Shot Extra Bite</i>				
13	Krack Grenades	6	3k2		
	<i>One Shot Highly Accurate Piercing Attack</i>				
38	Plasma Grenades	6	4k4	3x	EX
	<i>One Shot High Explosive</i>				
90	Melta Bomb	6	5k5	4x	FX
	<i>One Shot Immolation Ignores Cover</i>				

WP	Seraphim Sister Close Combat Arsenal	R	AV	AE	AET
6	Girly Fighten		2k1		
8	Highlander Dirk		2k2		
22	Macies Chain Sword		3k3		
	<i>Parry Weapon Armor Piercing</i>				
16	Macies Power Sword		4k3		
	<i>Parry Weapon</i>				
16	Macies Power Maul		4k3		
	<i>Extra Bite</i>				
20	Chains of Redemption		3k3		
	<i>Long Parry Weapon</i>				
24	Righteous Wailer		4k4		
	<i>Long Extra Bite</i>				
38	Illuminations Edge		4k4	2x	CC
	<i>Long Armor Piercing</i>				

enemy and causing as much fear and disorientation as possible.

Qty	PP	Type	Mv	Df	Mn	CR
		Canoness				
1	69	Character	12 In	4k4	4k4	6 In
		Force Leader Sharp Shooter Lightning Reflexes				
WP	Weapon Name		R	AV	AE	AET
18	Macies Power Maul			4k4		
	Extra Bite					
26	Snub Impact Bolt Thrower		18	3k3		
5	Combeye Corp Special Bolt/Flamer					
	Multiprofile					
56	Impact Bolt Thrower		24	4k3		
	Flame Thrower		12	3k3	3x	BU
	Immolation					

1 Canoness Per force

Qty	PP	Type	Mv	Df	Mn	CR
		Standard Bearer				
1	52	Character	9 In	4k3	4k3	6 In
		Chain of Command	Obvious	Inspiring	Example	
WP	Weapon Name		R	AV	AE	AET
42	Illuminations Edge (Standard)			4k4	2x	CC
	Long				Armor Piercing	Transferable
30	Impact Bolt Thrower		24	3k3		

1 Standard Bearer Per force

Qty	PP	Type	Mv	Df	Mn	CR
Rhino APC						
1	54	Light Vehicle	18 In	5k4		
		Troop Carrier				
WP	Weapon Name		R	AV	AE	AET
16	Crushem Treads			4k4		
30	Impact Bolt Thrower		24	3k3		
30	Impact Bolt Thrower		24	3k3		

1 Rhino APC May be taken for each Squad.

PP	Type	Mv	Df	Mn	CR
Immolator Rino APC					
54	Light Vehicle	18 In	5k4		
	<i>Troop Carrier</i>				
WP	Weapon Name	R	AV	AE	AET
16	Crushem Treads		4k4		
90	Inferno Cannon	12	4k4	4x	BU
	<i>Twin Linked Immolation</i>				
90	Inferno Cannon	12	4k4	4x	BU
	<i>Twin Linked Immolation</i>				

1 Immolator Rhino APC May Replace the Rhino APC that may be taken for each Squad.

The Canoness is the spiritual leader of the convent. It is she that holds the most guarded dark secrets of the sisters. She keeps them safe so that the Genetics Project of W.H.O.R.E. can continue.

In Battle she is a fierce opponent, sometimes armed with a variety of weaponry or some mystical equipment of the convent. As the Canoness is a beautiful and freighting sight to see.

The Standard Bearer is a mighty hero in the ranks of the Sisters. For it is they that challenge the enemy on the field of battle, fearless and inspiring.

The Rhino APC is the standard issue for the squads of Sisters of Brethren. Being the Descendants of a militant feminist group, they have contracts with RHINO company to supply all of the APC's they need. A rumor surrounding these APCs is that the head of the RHINO company is the father of more than 1 of the Sisters of several branches.

When the Girls felt that a Rhino was not strong enough they contracted for these to be produced for the Elite squads of the convent.

Tweaks List:

Things you might catch whoring around.

These are the Tweaks that I came up with while play-testing the SOB. I think they work well but, since I am only 1 person and my playing group only consists of 3 others it is possible that we missed something. I am open to negative criticism and constructive criticism.

Mutant Avarice: -2 Any Model Except for Vehicles

Model must make a Mn test of 10 before attacking a mutant. Regardless of how horrible the thing is or the situation the Model must fight it's natural urges to take the beast and procreate.

Religious Shield: 20 **Character**

The model has outstanding luck. One might even say the hand of god rests on this individual. Whenever the model is attacked the attacker may only count the lowest dice in the roll.

Example: Wilbur, the one-legged mutant, swings his three spiky fists at Evangeline a Retributor. His attack is 4K3. Normally he would keep the highest three dice, but Evangeline has the religious shield and his most fatal blows bounce off. Therefore he only keeps the three lowest dice discarding the highest.

Don't Blind Me with the Truth: 8 **Unit**

This is a unit Tweak. A unit that will not be blinded with the truth will not leave from Close Combat or from a firefight. The models must stand their ground once they have begun attacking / shooting the enemy. Theses units are religious zealots that find they have the power of their faith to keep them alive. They gain the "Did not move" bonus on the turn this tweak begins.

Hypocrite: 2 **Character**

If this model wins a close combat the enemy is only knocked unconscious. Each turn that model may roll a Mn test to see if it wakes up. A score of 10 or better is required. If the model fails to wake up for the rest of the game, and the Sisters win, the model may be used as a slave in the next game and must act on their behalf. The hapless victim has been brainwashed in to working for the Sisters for Sex.

Faithful: 4 **Unit**

The entire unit, as long as it is LOS with a single unit of it's own side will not rout.

Jealousy: -4 **Elite, Character**

A jealous model must be the first to act when a unit is activated. The individual feels that being first is the most important thing and only the most important people act first. This model will shoot first and alone, engage in close combat first and alone, and will move first regardless of the rest of the unit.

Wrath: -8 **Elite, Character, Vehicle**

If this unit is in LOS of an enemy attack where the friendly side suffers a casualty, this model will forsake all other considerations except personal safety and will personally make the enemy unit suffer the same number of casualties. The model must make as direct an attack on that unit as personal safety will allow.

Pride: 4 **Elite Unit,**

This unit takes pride in all that they do. They shun cover believing that a show of their confidence will demoralize the enemy. For the most part this is true. A unit with this ability gains a 1K0 in defense while the entire unit is not in cover and an additional 1K0 in combat if the entire unit is participating.

Greed: 5 Any Model except Vehicles

A model with this tweak must, after killing an enemy model / unit in close combat, not move but search the body for valuables. Weapons may be scavenged in this way. No more than 1 additional Range weapon and 1 additional close

combat weapon may be gained in this manner though both may be gained at the same time. The weapon need not have the *Transferable* Tweak. This forfeits the models next move but not the activation.

Sloth: -6 Any model,

Any model. This model is apathetic. It moves slow and fires slow it will always be the last unit to move or fire in a turn. In an instance of multiple sloth units the one with the fastest move is moved last (their even more apathetic cause it takes so much to move so far)

Gluttony: -2 Any Model Except Vehicles

A model with this tweak must, after killing an enemy model / unit in close combat, make a Mn test of 8 to avoid pillaging the body for food. If the Mn Test is failed the model loses its next move but not its activation due to searching the body for food and drink.

Avarice: -4 Character or Elite

This model is attracted to **any** model of the opposite sex. A Mn test is required to attack a model of the opposite sex. A roll of 10 or better is required. If passed the model may attack as normal. If failed the model must move away from the target on the next activation so as to not be seen letting the enemy go.

New Equipment?

Based on the concept of the World Humanist Ovarian Religious Enclave and the Sisters of Battle Codex and the Concept of the Scarlet brethren I have designed these divine pieces of Equipment for use with a SOB army. Each of the Items are unique. No more than 1 per army. That is if your opponent will even allow them. I have intentionally left them lacking a points value. This is to allow anyone that wants to use them to negotiate with the other player/s.

The Book of St. Lascivious: The tome written by Ima Lascivious, Sister Superior of the W.H.O.R.E. founding group, is a sacred relic for the Sisters of Brethren. With this relic the controlling sister, during close combat, may elect to show some of the Photographs herein to the adversary. The adversary must then make an immediate mental test against 15. Characters with an "A" mental role 6k5. On success the adversary gains a free close combat attack. On failure the adversary is overwhelmed by the visual reference of all their life's desires and leaves the battle to fulfill those desires.

The Cloak of Aspersions: The Individual wearing The Cloak of Aspersions may not be a hidden troop. The cloak contains a series of small speakers that blare rude and obnoxious comments at the enemy. This causes the adversary to lose some concentration during the fight. During close combat the enemy must roll -1k0 less than normal if they are a Character or a Vehicle / Monster, and -1k1 less if they are not a character or a vehicle / Monster.

Rosaries of St Geraldine: Way back in the beginnings of W.H.O.R.E. a woman ran for Vice President of the United States. She was not elected of course and most thought that she had fallen into obscurity. What really happened is that she joined with an Elite group of women's activists and founded the W.H.O.R.E. Organization. She had a very personal Rosary string designed for the members to wear. Unfortunately the warehouse that they were stored in before distribution exploded and only 1 set made it out unscathed. The Rosaries of St Geraldine prevent the wearer from suffering any affects of any power that is directed at the sex drive of the wearer, from an adversary.

Litanies of Mutation Purification: The player that has the Litanies on their side gain a +1 to their die roll for initiative when fighting against any force with mutations in it. However the litanies causes the Sisters to become aroused and all cover is reduced by -1k0 for each sister for the duration of that turn.

Industry News / Rumors:

The game Company of i-Kore sucks. I won their drawing for the free rulebook and then they said that anyone that wanted one could have one. Fine, no problem, I was still going to get my book. I still have not received one. I E-mailed the Company asking for a copy of the rules that was promised. I have not heard a word from them. I really like their miniatures, but for a company to treat a customer like so much worthless garbage, they can just piss off. So from here on out Stuff You i-KORE.

Of course if you have something to say feel free to drop me a line at scrym@primenet.com I would like to hear from any one that has viewed my site and has some thing to say about it.

List of Sources:

Where did I find all the stuff to write about the SOBs

Sisters of Battle 2nd Edition Codex It is fun reading but leaves a bit to be desired.

Warhammer 40,000 3rd Edition TM rule book, because they tried so hard to be like ShockForce first Edition.

ShockForce Battles in the Remnants of America TM, rulebook because without it I would have no game to write about.

ShockForce Battles in the Remnants of America TM **Second Edition**, rulebook for the new generator and clearing up some old arguments.

Normally I would fill this place up with tons of SOB stuff but there just is not that much, and the stuff on the web generally leaves a bit to be desired.

Links:

Only the best sites make it here. Either by Pictures, Fluff or both will any thing make it here, after all mine is not one of them.

<http://www.TheMiniaturesPage.com>

If you want information on a game or manufacture this is the place to go.

<http://www.demonblade.com>, <http://www.shockforce.com>

The #1 site for Demonblade minis, and ShockForce information. Order all of their stuff and enjoy it.

Credits:

Thanks to the "People" that wrote the Sisters of Battle Codex.

Thanks to Demonblade for the game that lets me play whatever miniatures I want.

Thanks for reading my Site. Cause if you didn't nobody else did either.